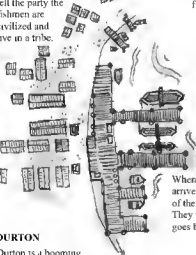


## THE START

Our adventurers have stumbled upon the city of Durton either by land or water. When stepping foot inside the villagers boast about their wealth and will offer large sums of money to exterminate fishmen who have been killing people and profit.

The older fishermen here remember and will tell the party the fishermen are civilized and live in a tribe.



## DURTON

Durton is a booming fishing town that adventurers can rest in and buy supplies. Ships dock from the east and store supplies in town. The rich merchants live to the south and some poorer fishers live to the north. The shops and supplies are in the center.

# THE STARVING FISHMEN

## THE HUMANS

The villagers foster an indiscriminate hate to what they view as vermin. They only care about their profits and view the fishmen as a mindless pest. They claim the fishmen used to be peaceful but now must be possessed by some lust for human flesh. They know killing the eggs will kill the fishmen.

A crab-like abomination lurks the cliffside.

2 fishmen in the water will peak their heads up and ask what the party is doing here. They will accept the crab as food for friendship.

When the party first arrives a small fishmen raid of the supplies is happening. They will flee if the situation goes bad.

## THE COVE

The cove is accessed by a thin cliffside walkway by leaving town to the north east. The walkway gets closer to the water as it goes under an overhang and eventually reaches a beach inside the cove. The cove is also home to other creatures that are low on food.

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## THE FISHMEN

The fishmen are an ancient creature that has lived peacefully in the cove for a long time. They lived off the sea but now that the villagers are overfishing they must resort to attacking the villagers for food. If no solution is found they will launch a raid on the village in 3 days. They speak a butchered common in phrases like "JUST NEED FOOD" and will not initiate combat unless raiding.



This is the living quarters of the fishmen and there are always at least 4 present to guard the eggs. If the eggs are destroyed the fishmen will surely perish. Their spears and treasure is also here.



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